

# RAMBO<sup>TM</sup>

## FIRST BLOOD<sup>TM</sup> PART II

### THE OFFICIAL COMPUTER GAME OF THE FILM.

It's program code, graphic representation, and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved Worldwide. RAMBO FIRST BLOOD PART II runs on the Commodore 64/128 computers.

THE ACTION is set in the Vietnamese jungle – A reconnaissance mission which turns into a rescue!

You are JOHN RAMBO a highly trained jungle fighter whose instructions are to gain entry to a P.O.W. (Prisoners of War), camp and photograph evidence of American war prisoners – but having found them will your conscience let you walk away?

### LOADING

**CASSETTE** – Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions.

**DISK** – Insert joystick plug into port two of your Commodore 64. Turn on the disc drive then turn on the computer. Insert the game disk into the drive with the label facing upwards. Type: LOAD "RAMBO,"8.1. (return). The introductory screen will appear and the program will then load automatically.

### CONTROLS

The game requires joystick control and Rambo's movement is determined by the direction in which the joystick is pushed. The FIRE button activates any weapon system that you are carrying and must be pressed repeatedly for operation.

The different weapons systems at your command appear at the bottom of the screen and are selected by means of the SPACE BAR. **S** KEY from MUSIC to SOUND EFFECTS. **RUN/STOP** KEY PAUSES and RESTARTS the action.

### THE GAME

The game takes place in approximately 1 million sq. feet (scale) of jungle featuring the P.O.W. camp, a secret Temple and many different types of terrain.

Colonel Trautman, your C.O. (Commanding Officer), has given you very precise orders... Find the P.O.W. camp, photograph the evidence using the automatic camera which is part of your standard equipment and then make your way North to the extraction point where a helicopter awaits you. You will then be automatically flown back to the safety of your base in Thailand.

Your orders are specific:

**"Do not engage the enemy,"**  
**"Do not attempt to rescue."**

However when you arrive at the P.O.W. camp and see your former comrade Banks, tied to a Bamboo Cross in the compound you know that another scenario will unfold; one in which you are the Hero! You must decide...

Ignoring your C.O. and using the knife, you cut your buddy free – now there is no turning back as you have alerted the camp guards. Taking Banks with you, you battle your way North towards the helicopter in an attempt to get transport to free all the P.O.W.s.

Having located the chopper you must return to the camp to find the main body of prisoners – again using your knife to cut their bonds, hurry to get them aboard for by now there is a full alert and the enemy's main weapon, a powerful helicopter Gunship is sent in pursuit.

Now engage in combat with this fearsome machine and escape with the prisoners to the safety of Thailand.

## **STATUS and SCORING**

On screen information shows current score at the bottom of the screen and is included at the end of the game in the high score table which is fully displayed.

An "Energy Band" shows Rambo's strength reserve and is replenished upon completion of each stage.

Bonus points are achieved by collecting weapons hidden at strategic points.

## **WEAPONS SYSTEMS**

Your choice of weapons is displayed at the bottom right of the screen and the comprehensive list includes KNIFE, ARROW, EXPLOSIVE ARROW,

GRENADE, ROCKET LAUNCHER and MACHINE GUN.

(Some of these weapons are available at the beginning, others are hidden in the terrain).

## **HINTS and TIPS**

Try not to disturb or engage the enemy unnecessarily, especially on the way to the P.O.W. camp. (i.e. use of loud weapons will alert enemy activity).

Don't stand still in the camp and remember you will need your knife to cut free the solitary prisoner.

Inside the helicopter you can only fire the rocket launcher (which is hidden on board).

It can be very dangerous to deploy certain weapons in inappropriate circumstances.

If you rescue the first solitary prisoner there is no turning back – you are committed to becoming a Hero.

**GOOD LUCK!**

**RAMBO**™ **FIRST BLOOD™ PART II**

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**PRODUCED BY JON WOODS**

